NINTENDO DS™

NTR-ASMP-UKV

SUPER MARIO 64 DS

INSTRUCTION BOOKLET

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Thank you for selecting the SUPER MARIO™ Game Card for Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

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In this user manual, a red border on a screen shot signifies the top screen and a blue border signifies the Touch Screen.

STORY

"PLEASE COME TO THE CASTLE. I'VE BAKED A CAKE FOR YOU. PEACH"

At the invitation of Princess Peach, Mario, accompanied by party crashers Luigi and Wario, enter the Mushroom Castle.

But when the three don't come out of the castle for a long time, Yoshi decides to check up on them.

Upon entering the castle, Yoshi discovers that no-one is there. According to Toad, Bowser has stolen the Power Stars guarding the castle and locked Princess Peach into the walls and paintings. Maybe Mario and his friends have been captured in the paintings, too!

Now it's up to Yoshi to rescue Princess Peach, Mario, Luigi and Wario from the castle's paintings and walls!

STARTING THE GAME

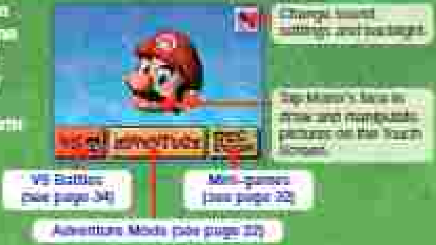
Insert the Super Mario™ 64 DS Game Card into the Nintendo DS Game Card slot and turn the power on. Touch the Touch Screen to continue. When the Nintendo DS Menu Screen appears, touch the SUPER MARIO 64 DS NINTENDO icon to load the game.

If the Nintendo DS system has been set to Auto Mode, the game will load automatically. Please see the Nintendo DS Instruction Booklet for details. The language of the game depends on the language setting of the Nintendo DS.

Touch to Select Menu Items

When the Title Menu appears on the Touch Screen, touch the game mode you want to play. You can also choose the game mode by pressing the ✚Control Pad to choose and the A Button to confirm your choice.

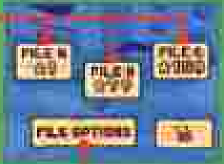
[illegible]


Change sound settings and backlight.
Tap Mario's face to draw and manipulate pictures on the Touch Screen.
VS Battle (see page 34)
Mini-games (see page 32)
Adventure Mode (see page 10)

File Selection Screen

Three files appear when you choose ADVENTURE from the Title Menu. Select the one you want to play to start the game. If you choose a saved file, you'll start where your last game left off. The progress you make in this game will overwrite your old file.

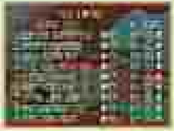
When you touch a file the game will start (see page 21).



FILE OPTIONS

SCORES

When you select a file, you can see the number of Stars and coins you've collected in each course.

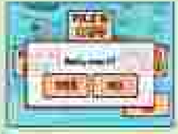


COPY

Copy the contents of one save file to another. This allows you to play someone else's saved game without affecting the original game file.

ERASE

Erase a file to start playing from the very beginning of the game. Be careful, though, because once you erase a file, you can't get it back.

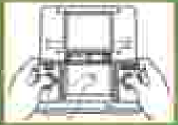


To erase all saved data, press the A Button, B Button, X Button, Y Button, L Button and R Button simultaneously when the Nintendo logo appears on the top screen, before the Title Screen appears.

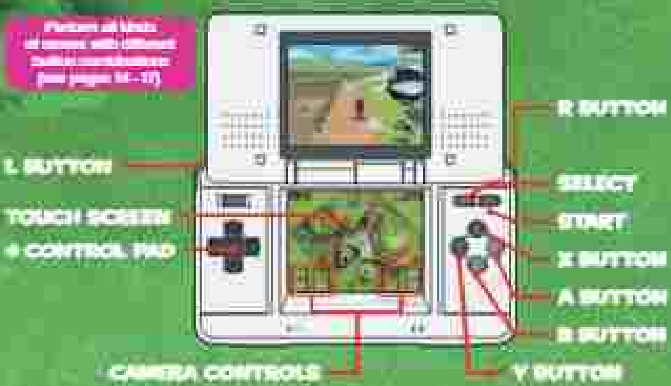
BASIC CONTROLS

You can play ADVENTURE and VS games using three different controller modes. Refer to pages 14–17 for instructions on moves.

[illegible]



Perform all kinds of moves with different button combinations (see pages 14–17).


R BUTTON
L BUTTON
SELECT
TOUCH SCREEN
START
+ CONTROL PAD
X BUTTON
A BUTTON
B BUTTON
CAMERA CONTROLS
Y BUTTON

L BUTTON

- Center Camera

R BUTTON

- Pound the Ground (press while jumping)

- Crouch

X BUTTON

- Zoom Camera

A BUTTON

- Talk to characters
- Read signs
- Attack
- Pick up and throw objects

SELECT

- Controller Modes

START

- Pause

CAMERA CONTROLS

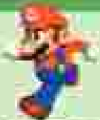
- Rotate Camera

B BUTTON

- Jump
- Swim

✚ CONTROL PAD

- Walk



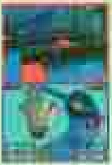
- Dash
  Press the Y Button while moving with the ✚ Control Pad to dash!

See page 18 for information on how to select answers during a conversation.

TOUCH SCREEN

Using the Touch Screen to move is handy when you're traveling on winding paths and narrow bridges.

- Walk or Dash



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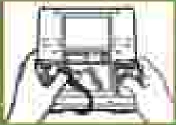
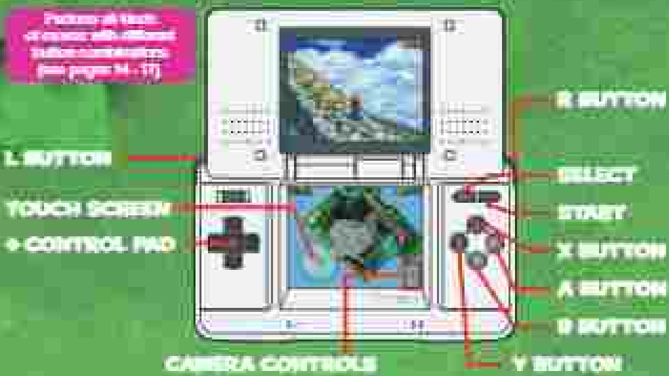


Move in the direction and speed you want with analogue-style control.

Perform moves with the A Button, B Button and R Button. Use the X Button and Y Button to rotate the camera. The wrist strap is ideal to use in TOUCH MODE.


R BUTTON
L BUTTON
SELECT
TOUCH SCREEN
START
+ CONTROL PAD
X BUTTON
A BUTTON
B BUTTON
CAMERA CONTROLS
Y BUTTON

Perform all kinds of moves with different button combinations (see pages 14 - 17)

L BUTTON

- Center Camera

You can also center the camera by pressing the X Button and Y Button at the same time.

R BUTTON

- Pound the Ground (press while jumping)

- Crouch

X BUTTON

- Rotate camera right

Y BUTTON

- Rotate camera left

A BUTTON

- Talk to characters
- Read signs
- Attack
- Pick up and throw objects

SELECT

- Controller Modes

START

- Pause

CAMERA CONTROLS

- Zoom Camera

B BUTTON

- Jump
- Swim

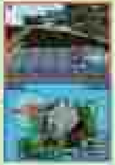
+ CONTROL PAD

- Not enabled in TOUCH MODE

TOUCH SCREEN

Change speeds smoothly by sliding across the target.

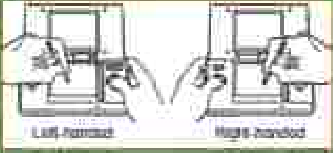
- Walk or Dash



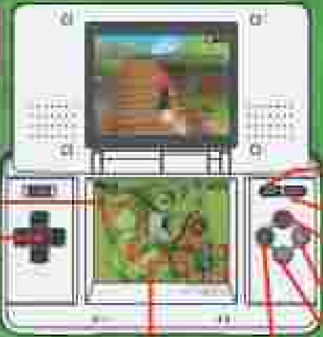
See page 35 for information on how to select answers during a conversation.

[illegible]

Control the Touch Screen with your right or left hand.


Left-handed
Right-handed

Perform all kinds of moves with different button combinations (see pages 14 – 17)


SELECT
TOUCH SCREEN
START
✚ CONTROL PAD
X BUTTON
A BUTTON
B BUTTON
CAMERA CONTROLS
Y BUTTON

CAMERA CONTROLS

- Zoom with
- Rotate with

SELECT

- Controller Modes

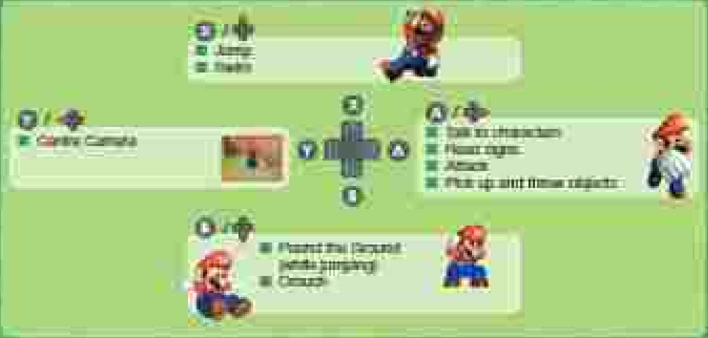
START

- Pause

TOUCH SCREEN

- Walk or Dash
- Scroll through conversation menus

See page 16 for information on how to select answers during a conversation.



- Jump
- Swim

- Centre Camera

- Talk to characters
- Read signs
- Attack
- Pick up and throw objects

- Pound the Ground (while jumping)
- Crouch

ESSENTIAL MOVES

These are the basic moves for each character. These button combinations are for STANDARD MODE.

Key

Moves Yoshi can't perform.

+Control Pad = Touch Screen Moves you can perform by using the Touch Screen or the +Control Pad.

Pick Up Object

Approach object and press the A Button.

Throw

Press the A Button after picking up object.

B Jump

A Attack

Punch (as Mario, Wario or Luigi)
Swallow (as Yoshi - see page 18)

R Crouch

Press the R Button while standing still.

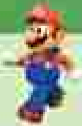
Swim

Hold the B Button to swim steadily. Press the B Button repeatedly to gain speed.

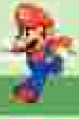
Dive Down

Turn Left ✚ Turn Right

Swim Up



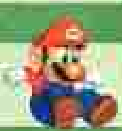
✚ Walk



✚ + Y Dash

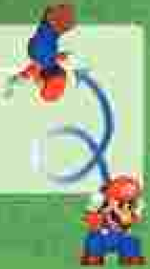
Ground Pound

B → R

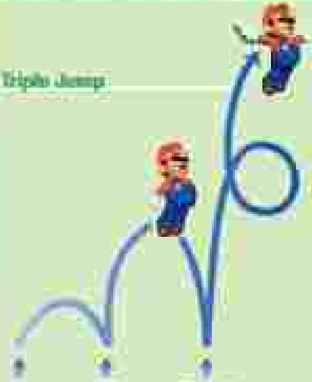


Backward Somersault

R → B

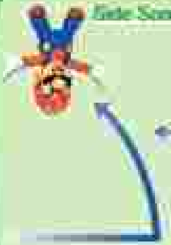


Triple Jump



B B ✚ + B

Side Somersault



← ✚ + Ⓑ

↓ ✚ + Ⓨ

Kick

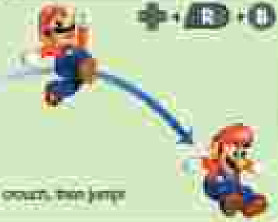
Ⓐ + Ⓐ + Ⓐ

Jump Kick

Ⓑ + Ⓐ

Long Jump

✚ + R + Ⓑ



Dash, crouch, then jump

Crawl

R + ✚

Side Step

Step up next to a wall, then press the ✚ Control Pad in the direction you want to move along it.

Slide Kick

✚ + R + A

Dash, crouch, then a kick!

Slide Attack

Press the A Button while dashing.

Sweep Kick

R + A

Climb Trees

To grab on to a tree or pole, face it and press the B Button.

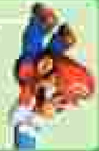
- Climb up and down by pressing the ✚ Control Pad up or down.
- Rotate by pressing the ✚ Control Pad left or right.

Climb Quickly

Press the B Button while facing or grabbing an edge to pull yourself up quickly.

Handstand

Climb to the top of a tree or pole and press the ✚ Control Pad up.



Climb

While hanging off or facing an edge, press the ✚ Control Pad in the direction you want to climb.

Wire Nets

Press and hold the B Button to hold on.
While holding the B Button, move around by pressing the ✚ Control Pad.

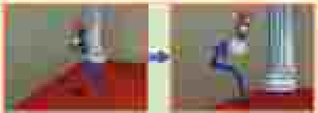
CHARACTER-SPECIFIC MOVES

MARIO

Mario has a balanced set of moves. Though Luigi and Yoshi have better jumping skills, Mario makes up for them by being able to float.

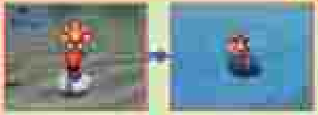
Power	★	★	☆
Speed	★	★	☆
Jump	★	★	☆

Wall Kick B + B



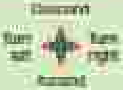
To perform a WALL KICK, jump towards the wall and jump again as you hit it.

Floating Power



When Mario gets a POWER FLOWER, he becomes a balloon and can float to high places. Float up by pressing the B Button repeatedly. Control his direction with the ✚ Control Pad.

Wings



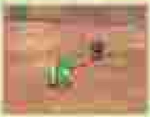
When Mario gets Wings, he can take to the skies. Take off by performing a TRIPLE JUMP.

YOSHI

Because he can't punch, Yoshi is weaker than other characters in the power department. However, he can swallow all kinds of things and turn them into eggs to throw. Plus, he has a strong jump.

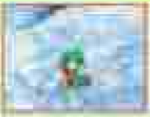
Power	○	○	○
Speed	●	●	○
Jump	●	●	●

Swallowing



Ⓐ Swallow enemies and certain objects.

Flutter Kick

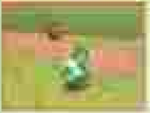


Press and hold the B Button.

Fire Power

When Yoshi gets a POWER FLOWER, he can breathe fire by pressing the A Button.

Eggs



When Yoshi's mouth is full, press the B Button to lay an egg. Or press the A Button to spit out the swallowed object.

Luigi

Luigi's major strength is his agility. However, his lack of power makes heavy lifting difficult.

Power	●	○	○
Speed	●	●	○
Jump	●	●	●

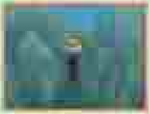
Invisibility Power

When Luigi gets a POWER FLOWER, he becomes invisible for a short time. When he's invisible, Luigi can run right through enemies and many objects.

Scuttle

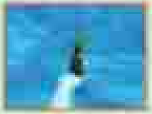
Hold the B Button.

Backward Somersault



Press the R Button, then the B Button to perform a BACKWARD SOMERSAULT.

Water Run ✚ + Ⓨ

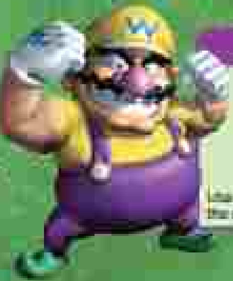


Luigi can run on the water for a short time by running towards the water.

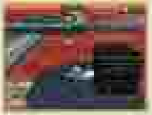
Wario

Though he's lacking in the speed and agility departments (not to mention intelligence), when you need a little muscle, Wario's your man! His powerful moves can break objects and beat up enemies.

Power	●	●	●
Speed	●	○	○
Jump	●	○	○

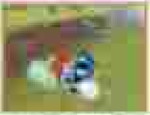


Wario Whack A



Use this powerful move to break things the other characters can't.

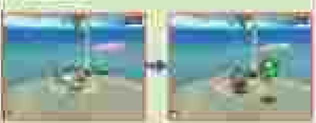
Metal Power



When Wario gets a POWER FLOWER, he'll turn into metal. For a while, he'll be invincible to enemy attacks and able to walk on the sea floor.

Swing and Fling A + ◯ + A

You can use these moves on opponents only in VS Mode.



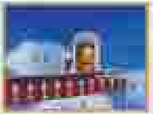
Swing enemy

Throw enemy

ADVENTURE MODE

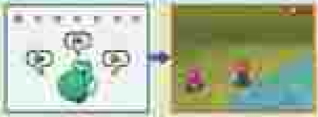
Search the Castle for Stars and Keys

In order to open the doors, you need to collect the required number of ★s. If the door has a keyhole, find the key that unlocks it.



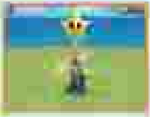
Jump Into Paintings

Jump into a PAINTING to enter a COURSE. Keep your eyes peeled, though; you can find courses in the most unexpected places. When you jump into a painting as Yoshi, you can select which CAP to wear using the Touch Screen (see page 26).



Retrieve the Power Stars!

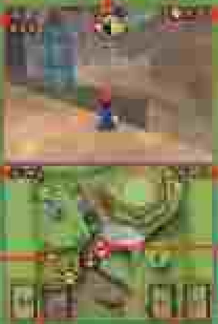
You complete a COURSE when you retrieve the hidden ★. After retrieving a ★, you'll return to the castle's main hall. Retrieve ★s to open doors to new courses.



Repeat these three steps to progress through the game.

DUAL SCREENS

[illegible]



Power Meter

You suffer damage when an enemy touches you or when you fall from a high place. When the Power Meter goes down to zero, you lose a life and exit the course automatically.

Silver Stars and Red Coins

This shows you how many silver stars and red coins you have collected in a course.

Coins

Coins replenish the Power Meter. [illegible] when you collect a ton of them!

Lives Remaining

The game is over when you lose all your lives.

Power Stars

Each course has seven Power Stars hidden inside. When you collect a ⭐, you'll be able to open more doors in the castle.

Cap

This icon displays a cap's location in a course. You need a cap to change into another character (see page 26).

Map

The map displays the layout of the course and your location.

Rotate Camera

These arrows allow you to rotate the camera differently. The camera icon changes depending on the controller mode (see pages 8 - 11).

The **Pause Menu** appears when you press START. From the **Pause Menu**, you can change your controller modes as well as your backlight and sound options. You can also access the **Controller Mode Menu** by pressing SELECT. Touch the menu item you want to access. If you are outside a course, you can also save your game from the **Pause Menu**.

The number of ★s and coins that you've collected in the course.

CONTINUE

Exit the **Pause Menu** and continue playing the game.

CONTROLLER MODES

Choose to play in the following controller modes: STANDARD MODE, TOUCH MODE, DUAL-HAND MODE.

OPTIONS

Change the SOUND or BACKLIGHT settings. SURROUND sound will not work properly when headphones are plugged into the system.

Outside a Course

QUIT

Quit your current game to prompt the Save Menu. If you choose SAVE, you can save your game progress and then quit.

Touch to see the number of ★s and coins that you've obtained in each course.

Inside a Course

EXIT COURSE

Leave the course and return to the castle's main hall.

Use the Touch Screen to navigate the Pause Menu.

Saving Your Game

To save your game, leave the course and press START. Select QUIT from the menu, then press SAVE on the next menu. You can also save after collecting a ★. The data you save overwrites the file that you selected at the beginning of the game.

Turning the Power off

Turn the power off by pressing and holding the POWER Button.

CAMERA CONTROLS

The camera will usually remain positioned behind your character. When the character moves, the camera will automatically follow him slowly, but you can move the camera with the buttons or by touching the arrows on the Touch Screen.

Press the X Button to zoom the camera in and out. Touch [illegible] on the Touch Screen to rotate the camera sideways.

Touch [illegible] to zoom the camera in TOUCH MODE and DUAL-HAND MODE.

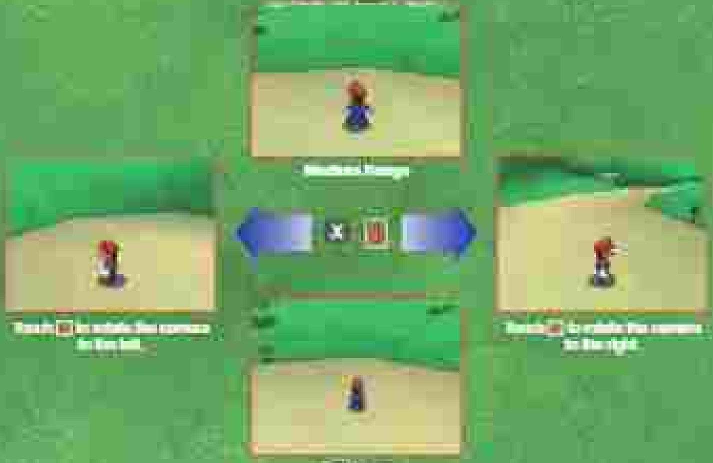
Move the camera with the ✚Control Pad or by touching the arrows on the Touch Screen.

[illegible]

Look Down
Look Left
Look Right
Look Up

Close Range

X



Medium Range

Touch [L] to rotate the camera to the left.

Touch [R] to rotate the camera to the right.

Far Range

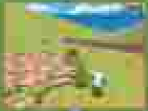
See pages 10–13 about how to control the camera in TOUCH MODE and DUAL HAND MODE.

Center the Camera

Press the L Button to center the camera behind your character.

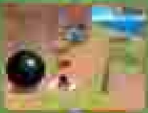
CHANGING CAPS

By wearing a CAP, Yoshi can turn into Mario, Luigi or Wario. When he does, he can perform any of that character's unique moves.



To get a cap, defeat the enemy by wearing it.

Put the cap on to turn into another character. You'll be able to perform that character's specific moves (see pages 18—21)



If an enemy touches you, you'll drop the cap and turn back into Yoshi. But...

When you drop a cap, it will blink for a while before it disappears. If you get the cap back before it fades away, you will turn back into that character. When the cap disappears, look for it on the map.

Caps: Mario's Cap Luigi's Cap Wario's Cap

CHANGING CHARACTERS

To change into another character, go to his switching room. You'll have to rescue that character to unlock his room before you can switch places with him. If a course is too difficult for Yoshi, switch to another character and try again.

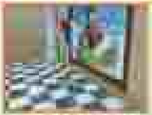
Entering a Course

As Yoshi

After you rescue Mario, Mario's cap icon will appear on the Touch Screen when you start a level. Touch the cap icon to play as Mario.

Entering a Course

As Another Character

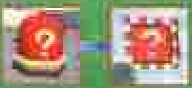


After you rescue Mario, Luigi or Wario, you can enter a course as that character.

ITEMS

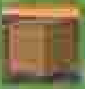
? Blocks

If you step on the ? SWITCH hidden somewhere in the castle, the ? BLOCKS become solid and you can punch them to reveal items like Power Flowers. When you get a POWER FLOWER, you'll be able to do character-specific special moves.

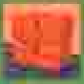


Blocks

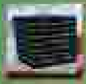
Depending on which character you play, you can push or break them.



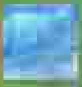
Crates



Bricks



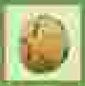
Black Bricks



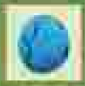
Ice

The Coins

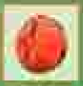
One blue coin equals five yellow coins. One red coin equals two yellow ones. Coins refill your Power Meter and, if you collect enough of them, give you a pleasant surprise.



Yellow Coin

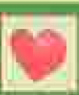


Blue Coin



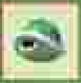
Red Coin

Spinning Heart



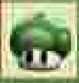
Pass through it to recover from damage. The faster you move through it, the more you'll recover.

Koopa Shell



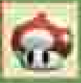
Hop on a Koopa shell to ride around a course. You'll be invincible from enemies during your ride!

1-UP Mushroom



Collect it to increase your remaining lives by one. These mushrooms are often hidden somewhere in a course, but they also appear under other circumstances.

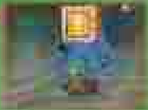
Mushroom



Eating a mushroom will make you huge for a little bit. Beating enemies is a breeze when you're huge.

Wait, there's more!

! Blocks



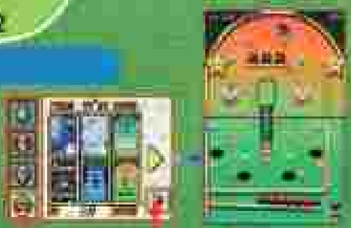
! Blocks contain yellow coins, Koopa shells and sometimes a star.

Cannons

Cannons take you far fast! To blast off, just get inside the cannon, aim with the ✚Control Pad, then press the A Button.

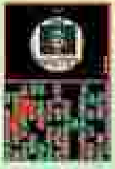
MINI-GAMES

You have a wide variety of mini-games. All the mini-games are controlled by the Touch Screen. Press START or the A Button while playing a mini-game to display its description on the top screen.



How do I get more mini-games?

Initially, you'll be able to play eight mini-games. You can unlock more mini-games in Adventure Mode by catching robots.

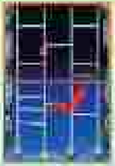


Wanted!

Find the character that appears on the top screen. Tap the Touch Screen where he's hiding.

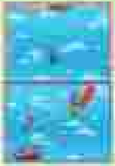
Loves me...?

To pluck the flower, tap the petals on the Touch Screen. Find out how your crush feels about you.



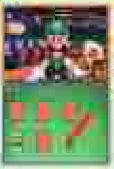
Mario's Slides

Guide Mario down the slides to the Star. Draw lines on the Touch Screen to create alternate routes for him. Watch out for the hungry Piranha Plants!



Bounce and Pounce

Help Mario defeat the Fly Guys by bouncing on top of them, but don't let him fall. Touch him to make him jump.

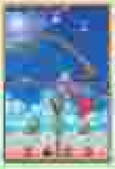


Memory Match

Touch cards to find matching pairs. Clear the board to win. [illegible]

Pair-a-Gone

Touch two identical cards that are next to each other. Cards will disappear when you touch them. Clear all the cards to win.



Bob-omb Squad

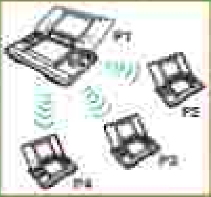
Use your slingshot to knock the parachuting Bob-ombs out of the sky.

Snowball Slalom

Rub the Touch Screen to roll the snowball down the path. Make it to your goal before time runs out to win.

VS BATTLES

You can battle other players in VS MODE through Single-Card Play (DS DOWNLOAD PLAY).



Battle up to three other players with just one Game Card.

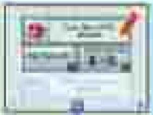
How to Play VS Battles

Up to four people can play VS at a time using one Super Mario 64 DS Game Card. The player with the Game Card is Player 1. Player 1 controls most of the menu selections.

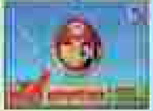
See the Nintendo DS Instruction Booklet for information on DS DOWNLOAD PLAY.

Player 1

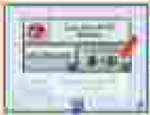
Turn the power on. When the Nintendo DS Menu Screen appears, touch SUPER MARIO 64 DS NINTENDO.



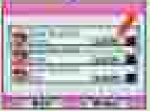
When the Title Screen appears, touch VS and wait for other players to enter.



Players 2–4



Turn the power on. When the Nintendo DS Menu Screen appears, touch DS DOWNLOAD PLAY.

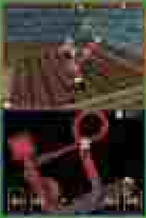


Touch the VS battle you want to join.

Wait until Player 1 is ready.

Touch TOUCH TO START when players are connected and ready to battle.

Touch a COURSE to start the game.



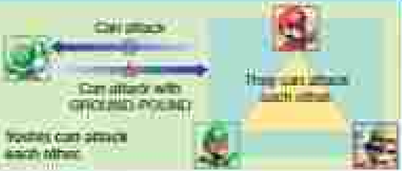
Let the battle begin! Get the most ★s to win!

It takes about 30 seconds to download game data. Depending on the environment, it may take longer [illegible] During VS Battle games, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

VS Battle Rules

Pick up a CAP to turn into someone else! Attack opponents to grab ★s from them!

- The player who collects the most ★s wins. If players have the same number of ★s, the player with the most coins wins.
- When you get a ★, another ★ appears somewhere in the course.


Can attack
Can attack with GROUND POUND
They can attack each other
Yoshis can attack each other

ASK PRINCESS PEACH!

Q Can I join a VS battle if it has already started?

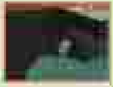
A Nope, sorry. The only way to enter a VS battle is to start a new one.

Q Can VS battles use more than one Game Card?

A You can play VS battles even when there are multiple Game Cards. To do this, one player acts as Player 1 and the rest of the players touch DS DOWNLOAD PLAY on the Nintendo DS Menu Screen.

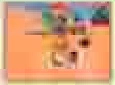
Q What should I do when I fall from a high place?

A If you GROUND POUND as you approach the ground, you'll suffer less damage. The amount of damage you take depends on the height you fall from, so be careful.



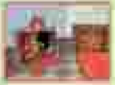
Q An enemy took my cap! How can I get it back?

A Oh, no! When you lose a CAP to an enemy, it will keep it until you exit the course. But maybe another enemy has a cap you can take.



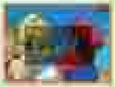
Q I want to play as Yoshi again...

A That's not a question. Nevertheless, I'll help you out of this predicament. You must have switched places with another character in the switching room. If you go back into the room, you can play as Yoshi again.



Q Someone in the castle asked me a question. How do I respond?

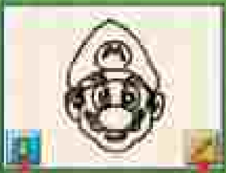
A You can choose your response by sliding the stylus over the Touch Screen. Or, if you are in STANDARD MODE, you can also choose what to say with the ✚ Control Pad.

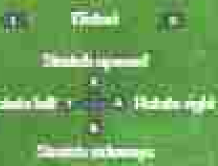


[illegible]

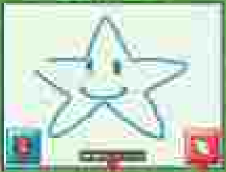
Draw and manipulate pictures on the Touch Screen with the stylus. You can't save your work, so don't get too attached to it.

Manipulate a Picture


Draw a picture
Return to Title Screen


L
[illegible]
R
Stretch upward
Rotate left
Rotate right
Stretch sideways

Draw a Picture


Ink Meter
Manipulate the picture

Use your stylus on the Touch Screen to draw a picture. The ink meter will show you how much ink you have left.

Nintendo®